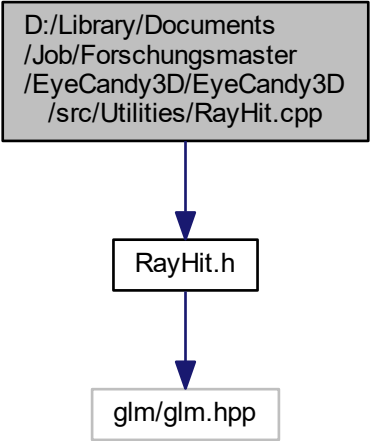


D:/Library/Documents
/Job/Forschungsmaster
/EyeCandy3D/EyeCandy3D
/src/Utilities/RayHit.cpp



RayHit.h

glm/glm.hpp